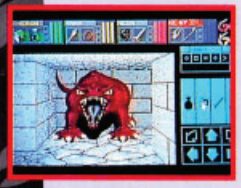
Theron's Quest™

Dungeon Master

On Sale Now!!

Terrifyingly brutal beasts! Monstrous mazes! Treacherous pits of evil! The adventure of a lifetime is here....Theron's Quest!!



The Monastery at Ya-Brodin has fallen to the Cult of Deaths and the Brotherhood of Enlightenment, the true keepers of Magic, have been slaughtered. The Seven Great Treasures now lie in the hands of evil beings who will stop at nothing to hold onto their massive powers. But Theron, with a courage beyond belief, has decided to seek out the Cult of Deaths and win back the Treasures. If he succeeds, he will become a High Lord. If not, the land will suffer in eternal darkness.

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Dungeon Explorer II™

ADV-RPG GAME

SUPER CD-ROM² SYSTEM

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THANK YOU for buying this Advanced Super CD Game, "Dungeon Explorer II ™"

Before using your new game disc, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, TurboGrafx-CD unit and TurboDuo™, precautions concerning their use and the proper use of this Super CD game. Always operate your TurboGrafx-16 SuperSystem and this Super CD game according to instructions. Please keep this manual in a safe place for future reference.

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TurboGrafx™-CD Player
TurboDuo™

WARNINGS

1. This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
2. Do not use this CD game with ordinary CD players. The computer data may damage your audio equipment. In addition, prolonged use of this disc with headphones in a "regular" CD player could cause hearing impairment.
3. Never open the CD player's cover while the CD is spinning. This may damage both the disc and the system.
4. Never pull the System Card out while the TurboGrafx-16 switch is in the "on" position, as this may damage the both the SuperSystem and the CD Interface Unit.
5. Do not wipe your TurboDuo, TurboGrafx-CD player or Super CD with volatile liquids such as paint thinner or benzene.
6. Read this instruction book carefully and keep it in a safe place for future reference.

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Care of Your CD Game and Getting Started

Care of Your CD Game

1 Keep your CD game clean
2 Make sure the shiny "signal reading" side of your CD is clean at all times.
3 If your CD does become dirty, wipe it clean with a soft cloth.
4 Make sure that the surface of your CD does not get scratched.
5 Take the CD carefully in and out of its case.
6 Never write on your CD. Writing on it may damage its surface or interfere with its operation.
7 Never bend your CD.
8 Do not try to make the hole in your CD larger!
9 Place your CD back in its case when you have finished playing.
10 Avoid high temperature and humidity.

Getting Started

<When you use TurboGrafx™-CD Player>

1 Make sure your TurboGrafx-CD Player, Game interface, television and audio system are properly connected (refer to your TurboGrafx-CD Player's instruction manual).
2 Plug your TurboGrafx-CD Power Adaptor into a wall outlet and slide the Game interface power switch (the lower switch) to the right ("ON" position). Turn on your television and make sure that it is on the correct channel.
3 Carefully insert the TurboGrafx *Super CD System card into the TurboGrafx-16 game-card port and slide the upper power switch to the right ("ON" position).
4 Open the TurboGrafx-CD player cover by lifting the handles. Avoid touching the inside of the unit. Never operate your CD player with the cover open.
5 With the game-title side of your CD game facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and close the cover. The initial TurboGrafx-CD screen should appear.

<When you use TurboDuo™>

1 Make sure your TurboDuo™, Game interface, television and audio system are properly connected (refer to your TurboDuo™ instruction manual).
2 Plug your TurboDuo™ Power Adaptor into a wall outlet and slide the power switch to the right ("ON" position). Turn on your television and make sure that it is on the correct channel.
3 Open the TurboDuo™ CD player cover by pressing the button. Avoid touching the inside of the unit. Never operate your CD player with the cover open.
4 With the game-title side of your CD game facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and close the cover. The initial TurboGrafx-CD screen should appear.

Setting your CD disc

1 Take the CD disc carefully out of its case.
Note: NEVER bend your CD disc.
2 Open the TurboGrafx-CD player cover by lifting the handles.
Note: Avoid touching the inside of the unit. NEVER operate your CD player with the cover open.
3 Set your CD disc into position with the title side up.
4 Make sure that the hole is centered on the spindle and close the cover.
Note: Be sure to reset by pressing [SELECT] while holding down [RUN] before turning power OFF. Place your CD disc back in its case after you have finished playing.

* Super CD System card available through 1-800-366-0136

Dungeon Explorer II™

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THE RETURN OF EVIL

Half a century has passed since Natas saw victory slip from his grasp in the battle against warriors of crushing power and strength. The land of Oddesia lived in peaceful bliss during that time, but the peace is about to come to a sudden and tragic end. Phades, the evil one, brings Natas back from the realm of the non-living. Natas once more raises havoc by stealing Ora's Orb, the great symbol of peace and prosperity. The Orb holds tremendous power which, if used by those with demented minds, will utterly destroy the world.

And now, in these days of darkness, wicked hands have reached out to torment Solis, a country west of Oddesia. Mynos the Man-bull has carried off the king's most prized possession: his daughter, Princess Miriam. The king, in fear and desperation, sends heralds far and wide to search for warriors who are willing to lay down their lives to save his beloved Miriam. Eight are chosen. They set out on a journey into the unknown....to the treacherous Dark Maze where the lonely Princess dwells in sorrow. Yet none know of the tragedy that awaits the distant land of Oddesia.

Deaths

Will O' Wisps

Evil Ants

Enchantresses

WARNING

READ BEFORE USING YOUR GAME SYSTEM

A very small percentage of the population may experience epileptic seizures when exposed to certain light patterns or flashing lights of various combinations. When exposed to these certain patterns or backgrounds on a television screen or while playing video games, individuals may experience an epileptic seizure or symptoms even in individuals who have no history of epilepsy or prior seizures. If you, your friends or anyone in your family, have an epileptic condition, please consult your doctor prior to playing video games. If you experience any of the following symptoms while playing video games: altered vision dizziness, eye or muscle twitching or other involuntary movements, disorientation, loss of awareness, mental confusion or convulsions- DISCONTINUE USE AND DO NOT RESUME PLAYING UNTIL YOU HAVE CONSULTED WITH YOUR PHYSICIAN.
We advise that you limit your actual game playing to one hour per day and take periodic breaks of 10 to 15 minutes during this period.

For additional game tips, call the TurboTeam at (310) 337-6916.

THE BEASTS

These are the beasts waiting to destroy you! Find their weak spots and blast them.

Goblins

Green Caterpillars

Reptile Men

Mudmen

Splatter Slime

Zombies

Skeletal Knights

Crawlers

Metallic Slime

MAIN CHARACTERS

ALEX
(FIGHTER)

An awesome fighter with super attack power. Beginner RPG players will find him an easy character to play.

Weapon : Holy Sword
White Magic : Magic Shield
Black Magic : Magic Sword

SEPI
(THIEF)

A fleet-footed female thief who loves ripping off Items from enemies.

Weapon : Dagger
White Magic : Mind
Black Magic : War Siren

EFREM
(WIZARD)

This wizard loves to blow away enemies with his ultra-blasting Magic.

Weapon : Star Missile
White Magic : Binding
Black Magic : Thunder Bolt

SORN
(CLERIC)

Sorn isn't very strong or fast, but he more than makes up for it with his Magic abilities.

Weapon : Holy Light
White Magic : Magic Healing
Black Magic : Mortal Breath

THE ITEMS

BIG CRYSTAL
Level increase. Defeat a Boss to pick it up.

POWER DRINK
Maximum HP recovery

REFLEX MIRROR
Missile bounces off walls

SMALL CRYSTAL
Status increase

LIFESEED
Life increase (up to 10)

CURE BRACELET
HP recovery

INTELLECT CROWN
Intellectual power increase

WHITE POTION
White Magic increase (up to 9)

LUMINOUS MANTLE
Barrier protection

SUPER BLADE
Offensive power increase

BLACK POTION
Black Magic increase (up to 9)

BOOKLET
No damage (timed)

AGILITY SHOES
Agility increase

HOLY WATER
Repels enemy

STATUE
Shoot to transform into another item. Useless if used too much.

POWER SHIELD
Maximum HP increase

RESISTANCE RING
Holds off enemy

*Power-ups are deactivated when character dies.
*If you have 10 Lives and take LIFESEED your HP will increase.

THE MAGIC

WHITE MAGIC

Name of Magic	Effect	Character Name
MAGIC HEALING	HP recovery	Sorn
MAGIC SHIELD	Half damage (timed)	Alex
MAGIC CURING	Poison antidote/restore some HP	Fina
BINDING	Freezes enemy (timed)	Efrem
RETURN	Teleports Party to town (useless when fighting Boss)	Riot
LIGHTNING	Greatest damage to Zombies	?
MIND	One Status increase (timed)	Sepi
BARRIER	Barrier protection	Ardin

BLACK MAGIC

Name of Magic	Effect	Character Name
MAGIC SWORD	Double attack power (timed)	Alex
THUNDER BOLT	Blasts all enemies	Efrem/Fina
WAR SIREN	Ear piercing siren	Sepi/Dorz
MORTAL BREATH	Death spell (random)	Sorn
REQUEST	Background music change	Riot
REFLECTION	Reflecting missile shot (timed)	Ardin
EARTHQUAKE	Serious earthquake damage (enemy HP goes to 1)	?
ERASE	Disintegrates enemy missiles (timed)	?

* Magic can be used when you have Potion.
* BLACK MAGIC effect depends on the enemy resistance level.

RIOT
(BARD)

A wandering minstrel that can't really fight. He uses mysterious magic to win battles.

Weapon : Cards
White Magic : Return
Black Magic : Request

ARDIN
(HUNTER)

Ardin is a superb tracker and hunter. The Magic he uses is unique and his Status is the most balanced of all characters.

Weapon : Crossbow
White Magic : Barrier
Black Magic : Reflection

DORZ
(DWARF)

This Dwarf has immense physical strength and wicked offensive power. Too bad he's so slow.

Weapon : Battle Axe
White Magic : Binding
Black Magic : War Siren

FINA
(ELF)

Fina runs swiftly and is resistant to poisons. She's a jack-of-all trades; a master of none.

Weapon : Power Bolt
White Magic : Magic Curing
Black Magic : Thunder Bolt

ACCESSING THE GAME

Press Run at the Title screen to access the Main Menu screen.

From the Beginning

If you choose "No" in 'Save File' you will not be able to save the game during gameplay.

① Choose a 'Save File'.
② Choose the number of players (from one to five).
③ Use the Direction Key to select characters, then access the game using Player I and Run.

* Players cannot choose the same character.

Using Friend's Password and Level Changes

'Load File' and 'Password' take you back to your previous game configuration. But with 'Password' you can continue the adventure with a character that your friend developed.

● Players cannot share the same character.
● The character with the highest Level is the lead character. When the passwords are input from different places you start at the most advanced point on the map.
● When Minor Bosses have been defeated you cannot take more Small Crystals from them. Small Crystals will not reappear if one of the players has already taken them.
● A lower Level character can gain Levels if he/she goes back to a Major Boss and destroys it. But, if a lower Level character joins a higher Level character and they destroy the next stage Major Boss, the Major Bosses below that stage will disappear. This means the Big Crystals will also disappear and the lower level character will not be able to gain levels. Example: a Level 6 and a Level 1 character are the game characters. For the Level 1 character to get to Level 6 he/she must start at Level 2 and destroy all the Major Bosses up to Level 6. If, however, the Level 1 character destroys the Stage 5 Major Boss first, the Major Bosses below it will not be around to hand over the Big Crystals.

Note : You need a TurboTap to play with more than one character.

THE PASSWORD

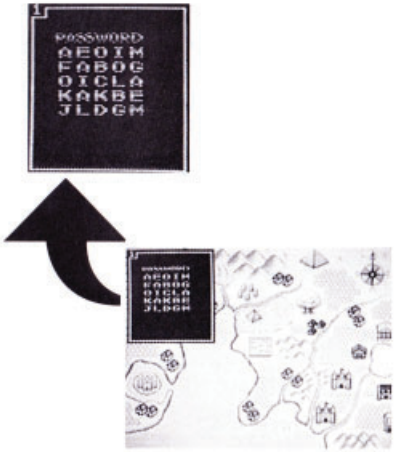
1 After deciding the number of players, select 'Password' from the Character Select window. The Password window appears.

2 Use the Direction Key to choose letters and Button I to enter. When the Character window appears press Run (Player I) to start the game.

* If the password is incorrect or the same password is used by more than one player, a message will appear on the screen. To start over press Button II.

* Passwords can call up Level and Status data. However, Status raised by Items becomes invalid.

* When you input the password from a town you resume the game in front of the Bar; when you input the password from a dungeon you resume the game at the entrance to the dungeon area. In both cases you start with no Potion and only 5 Lives.



From Saved File

Saved data is loaded into this file. Move the cursor to a number and press Run or Button I. Press "Yes" to access game.

* You can save all character Level and Status data.

Copy A File

To copy a saved file into another file slot select 'Copy A File' and the file number. Then choose the new file slot and press Run or Button I.

Delete A File

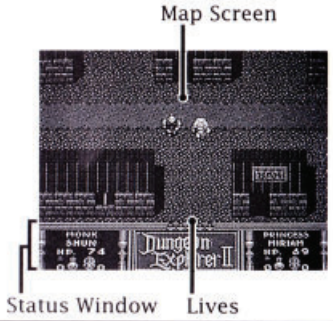
Choose 'Delete A File' and select a file to delete. Press Run or Button I.

Continue Play

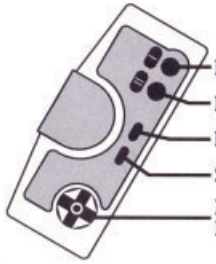
Press Run to revive a dead character. When you are out of Lives the game is over. Press Button I to access the 'Save' and 'Continue' displays from the Game Over screen. To continue choose "YES" from the 'Continue' display.

MAIN SCREEN DISPLAY

The screen will not scroll if characters move in opposite directions. When one character does not enter a staircase or doorway the screen remains with the character(s) who stayed behind.



CONTROL PAD



	map	speech	password	start
Button 1	use magic	continue speech	confirm	confirm
Button 2	attack	rapid speech	cancel	cancel
Run	pause/revive character	———	confirm	confirm
Select	select potion	———	———	———
Direction Key	move character	move cursor/ speak	cursor (right/left) letters (up/down)	move cursor

* In the pause mode the characters' Status windows can be accessed.

HINTS

LISTEN UP!

Gather as much information as possible from the people you meet. Without the proper information, you won't get anywhere.

HANG ONTO YOUR LIFE!

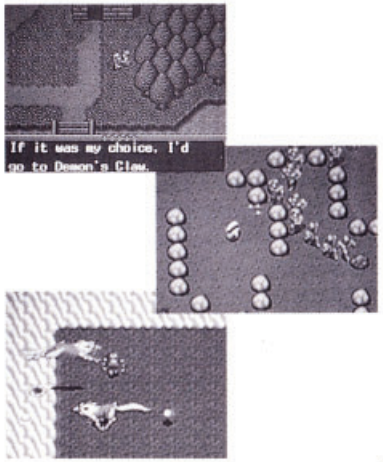
Play lots of BLACKJACK to keep your Lives full. Then go out and blast those big bad Bosses.

BOSS STAGE BOOGIE!

When you die in a Boss battle, get back into it as soon as possible. If you don't, and the boss is defeated by the other characters, you won't be able to pick up a Crystal. That means you'll be behind on Levels.

USE YOUR HEAD AND YOUR FIGHTING SKILLS!

Thrashing around with your weapons is a total waste of time. Just line up on those wicked beasts and shred them!



BLACKJACK

Death is your opponent and Life is the prize. Here are the rules for this life and death game.

The Rules

The player who gets closest to 21 wins. This includes getting dealt 21 from the start. Anything over 21 is a 'BUST' and the player loses.

Counting the Cards

Count the cards by adding up the number shown on the card. Face cards - Jacks, Queens, Kings - are 10 each. Aces are 1 or 11.

Results

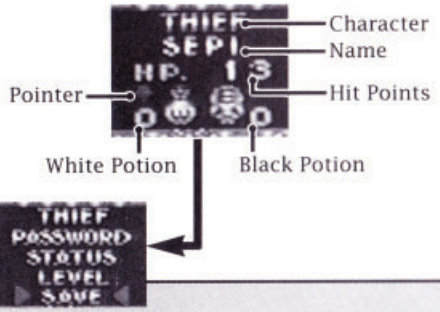
BLACKJACK win ---------- +2 Lives
Normal win ---------- +1
Death win ---------- −1
Draw ---------- ±0

TELEPORTING

Teleporting is one of the fastest ways to go back to places you've previously visited. Just hand over a bottle of White Potion to an old wizard in a town or village and you're away! This will come in very handy during the game.

STATUS WINDOW

The status of each character is shown.
* Use Magic or Items, or go to Bars to restore your HP (Hit Points). When your HP level reaches zero, the character dies.



* Choose Potion with the Select Button and activate with Button I.
Press Run to change the display. Choose a command to access the next screen.

1. PASSWORD

Gives the password for each character. When you change into a new character the name of your main character is shown.

2. STATUS

Indicates character status. The color of the bar or number corresponds to the color of the Crystals.
AG : Agility **AT :** Attack power (Weapon) **PO :** Strength
IN : Intelligence (Magic effect)

3. LEVEL

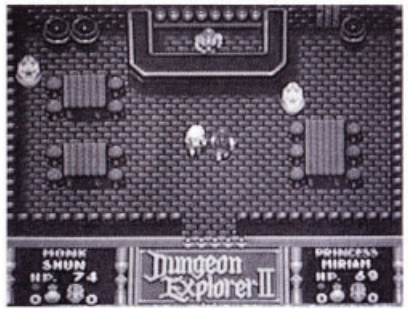
Indicates character Level, the present HP and maximum HP.

4. SAVE

Appears if 'Save File' has been made. The 'Save' command allows you to save your game. To continue press "YES" at the 'Continue' display.

IN TOWNS

In towns you can restore your HP, make character changes, teleport, play BLACKJACK and collect information from the townspeople.



The Bars

Restore full HP or make a character change.

GWEN

Weapon : Charm Blaster
White Magic : Magic Curing
Black Magic : Mortal Breath

Besides the Starting characters there are some special characters who will join you on your quest. Introducing.....

GWEN
She uses Black Magic to annihilate her enemies and has awesome poison resistance.
The question is: is she reliable?

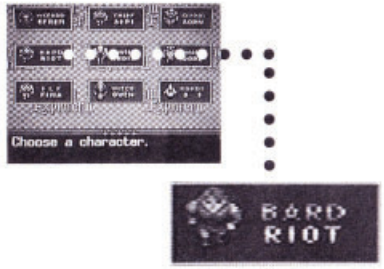
Character Change

Change your character during the game.

① A woman in the Bar will ask you if a friend can join you. Answer 'Yes' to access the Character Change screen.

② Select a character and press Button I.
* You can reuse your Main character after changing into another character.

③ New characters take over the Crystals and Items.
* The status of the new character is displayed in the Status Window.



Brown : Main Character - the character you choose from the Starting characters.
Blue : Starting Characters - the eight characters shown at the start of the game.
Green : Party Character - character who joins the adventure party.
Note - Only Starting characters can take Passwords.